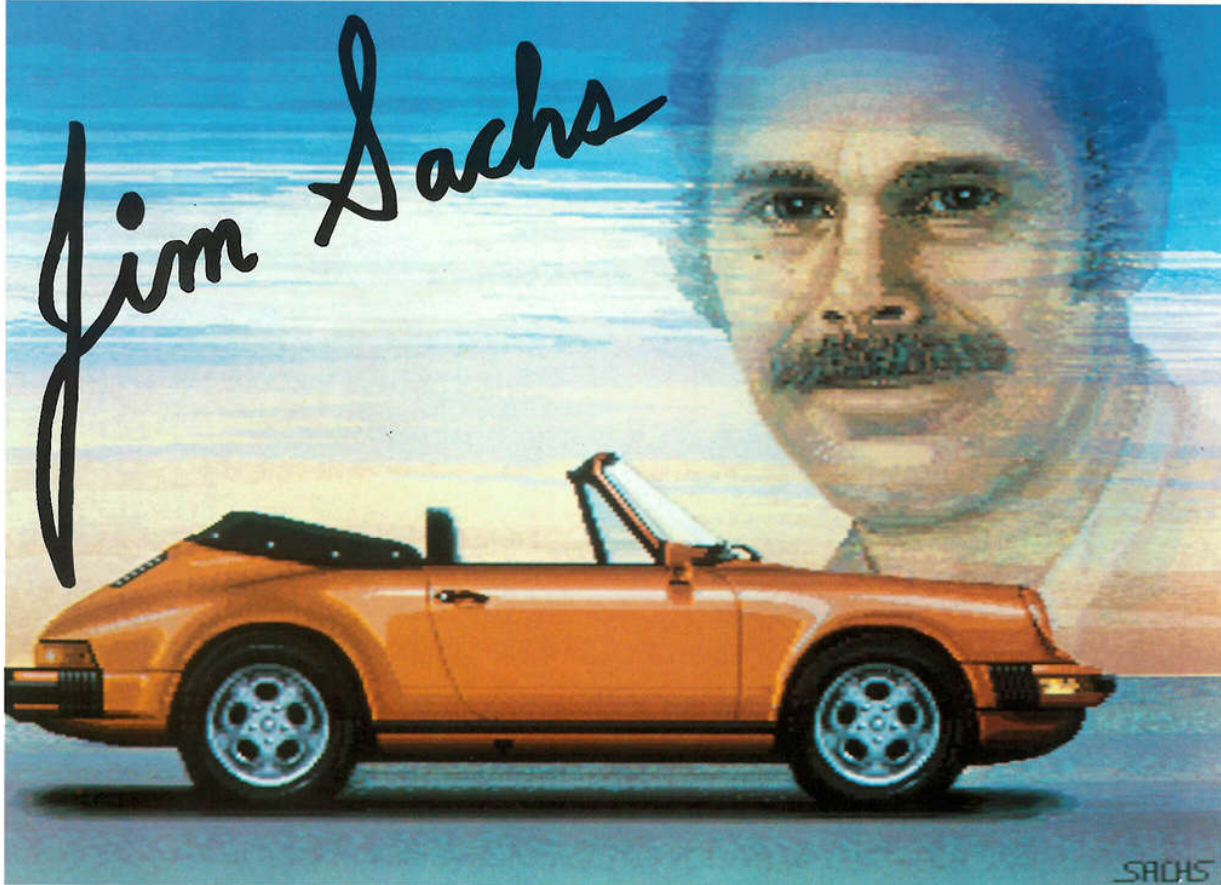


JIM SACHS



• **SIGNATURE COLLECTION™** •
1991 Calendar

A compilation of Jim Sachs' favorite images with
tips for the aspiring computer artist...





January 1991

S	M	T	W	T	F	S
		1	2	3	4	5
		NEW YEAR'S DAY		ADMISSION DAY (ALASKA)		
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
	MARTIN LUTHER KING DAY					
27	28	29	30	31		

The Siege

320 x 200 32 Color

April, 1986

Scene from Defender of The Crown
(Fire elements were eliminated from the
final game)

Color Intensity

The computer can display colors far more intense than those usually found in nature, so to achieve realism I try to set up the palette with mostly pastel shades. The sky is not nearly as blue, nor grass as green as most people imagine them.



February 1991

S	M	T	W	T	F	S
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	LINCOLN'S BIRTHDAY	ASH WEDNESDAY	ST. VALENTINE'S DAY	22	23
	WASHINGTON'S BIRTHDAY (OBSERVED) LENT BEGINS					
24	25	26	27	28		

The Cornet

320 x 200 32 Color
August, 1989
Screen from Amiga 500 Demo

Light Source

The direction of light needs careful planning in every picture. A sense of depth and realism can only be achieved when all shadows and highlights are consistent.

Pay especially close attention to the light sources on objects imported from other screens.



March 1991

S	M	T	W	T	F	S
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
ST. PATRICK'S DAY						
24	25	26	27	28	29	30
PALM SUNDAY					GOOD FRIDAY	
31						
EASTER SUNDAY						

The Kawasaki

320 x 200 32 Color
May, 1986
Promotional screen for Images paint
program

High Contrast

Very bright whites and dark blacks are usually necessary for a computer image to stand out as an attention-getter, especially when viewed on a monitor in a brightly lit room.





April 1991

S	M	T	W	T	F	S
	1	2	3	4	5	6
7	8	9	10	11	12	13
ORTHODOX EASTER						
14	15	16	17	18	19	20
	PATRIOTS DAY (MA, ME)					
21	22	23	24	25	26	27
			SECRETARIES DAY			
28	29	30				

Shipwreck

320 x 200 32 Color
May, 1987

Scene from 20,000 Leagues Under The Sea

Low Contrast

An underwater scene is one of the few instances where I use low contrast—the darks are not very dark. Other instances would include fog effects and objects at great distance.



May
1991

S	M	T	W	T	F	S
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
MOTHER'S DAY	20	21	22	23	24	25
	VICTORIA DAY (CANADA)	28	29	30	31	
26	27					
	MEMORIAL DAY					

The VideoCamera

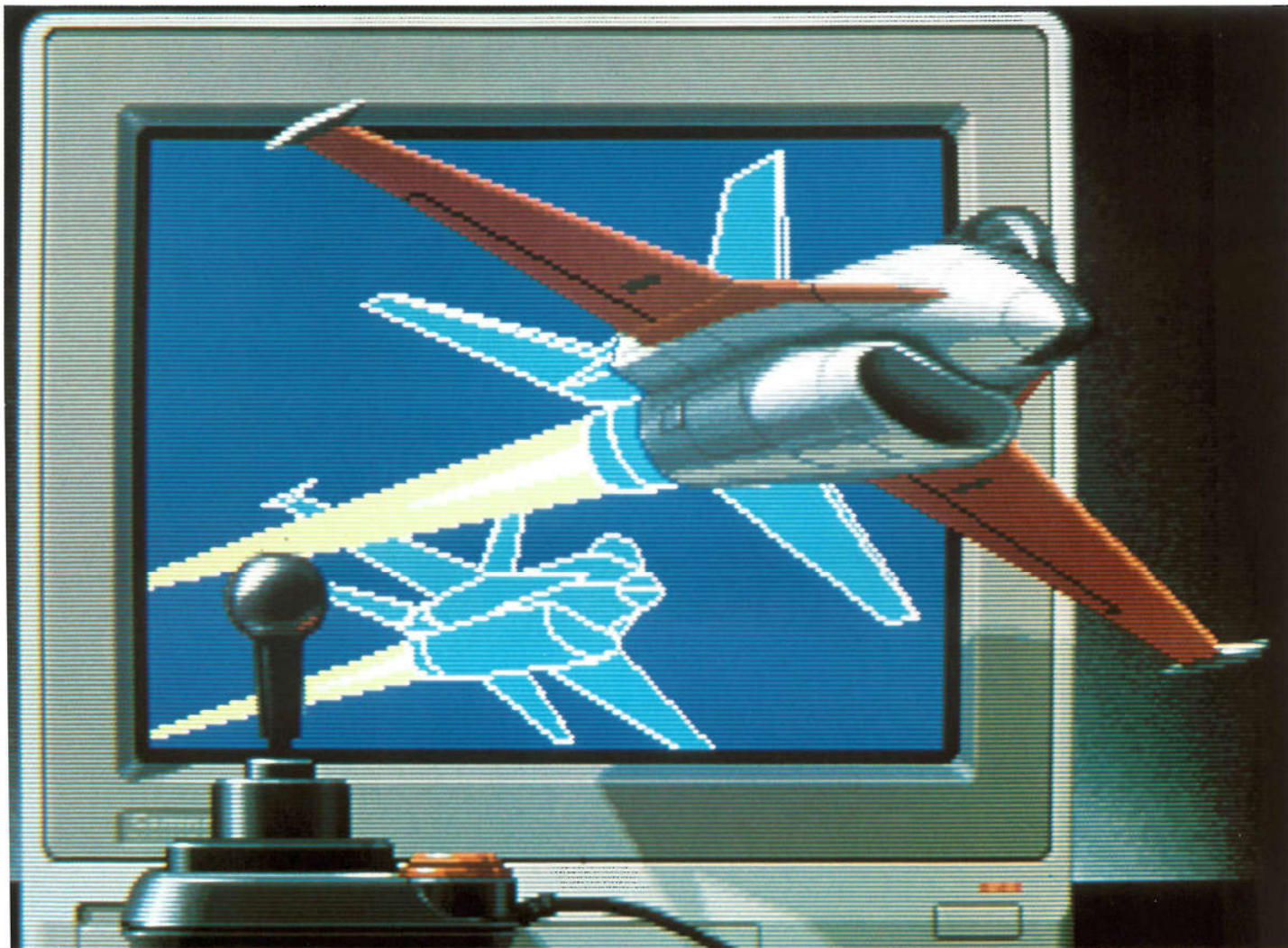
320 x 400 32 Color

August, 1989

Screen from Amiga 500 Demo

Layout

A great deal of time can be saved if an object to be drawn is laid out so that most of its lines are horizontal and vertical, following the natural axis of the screen. Because of all the smoothing of diagonal lines that would be necessary with perspective or angled views, a straight side, front or top view will usually yield a crisper image.



June
1991

Games

320 x 200 32 Color

August, 1989

Screen from Amiga 500 Demo

S	M	T	W	T	F	S
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
FATHER'S DAY					FLAG DAY	
23	24	25	26	27	28	29
30						



Anti-Aliasing

In lower resolutions, diagonal lines drawn on a computer screen have a pronounced "stair-step" quality known as aliasing. By manually blending these jagged lines into the surrounding colors, we can eliminate much of this problem.



July
1991

S	M	T	W	T	F	S
	1	2	3	4	5	6
	CANADA DAY (CANADA)			INDEPEN- DENCE DAY		
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

Sachs Castle

320 x 200 32 Color
December, 1985

What my house will look like when completed
(Recently renamed as Sachs Castle 1995)

Sky

For outdoor scenes, try to use at least three shades of blue for the sky, ranging from medium blue at the top to very light near the horizon. Horizontal bands or clouds can be used to break up the division lines between these colors.



August 1991

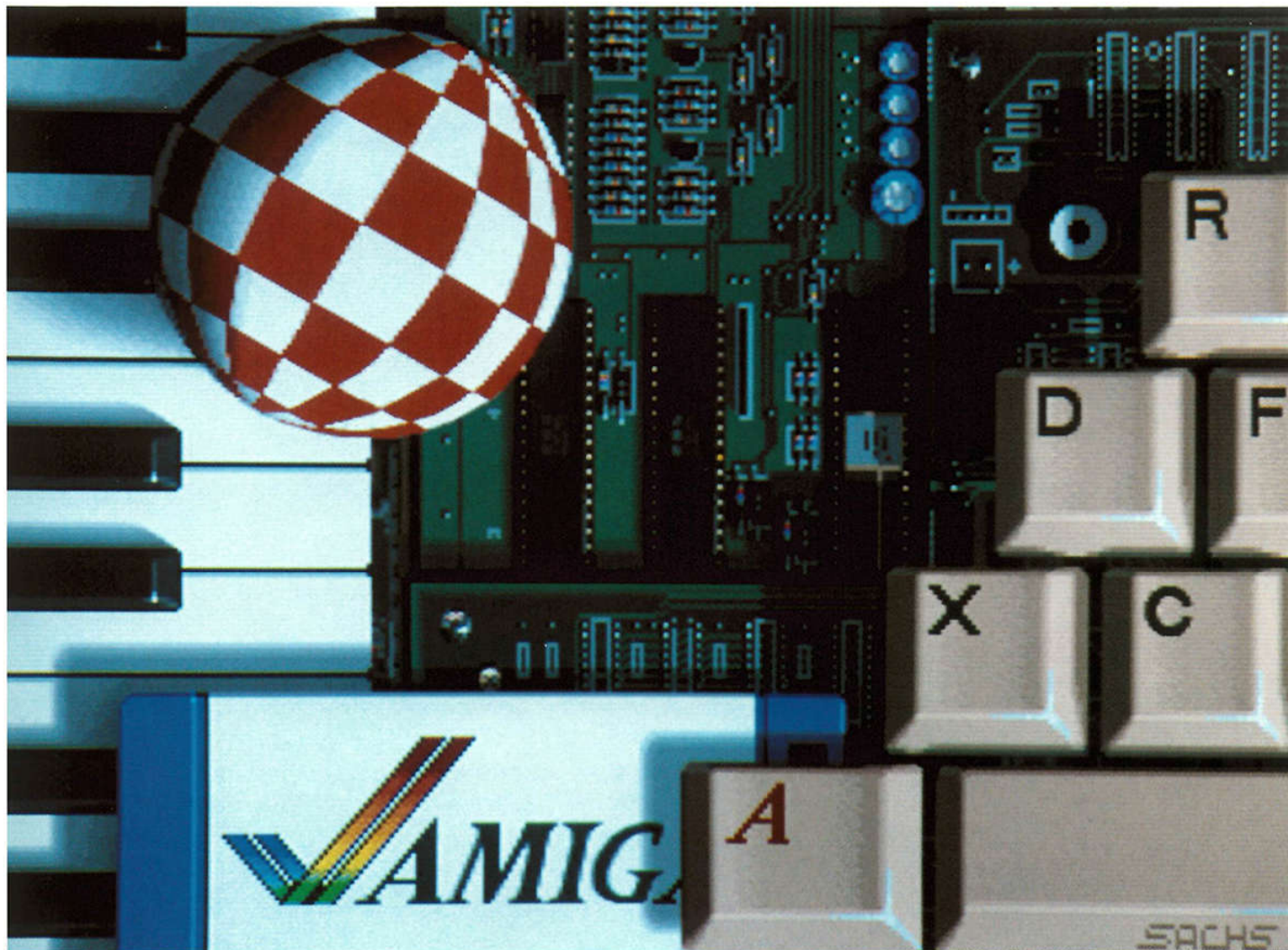
S	M	T	W	T	F	S
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
	VICTORY DAY (RI)				ADMISSION DAY (HAWAII)	
18	19	20	21	22	23	24
25	26	27	28	29	30	31

The Porsche

320 x 400 32 Color
Original January, 1986; Updated August, 1989
Screen done for Painting With Light video

Smooth Backgrounds

If you want a very smooth wash of colors without any obvious pixels, try setting a range of five or six colors where the red and blue components change slightly from one color to the next, but the green does not vary. Not all desired color ranges can be accomplished this way, but it works well for sky and underwater effects.



September 1991

MultiMedia
320 x 400 32 Color
Original February, 1987; Updated June, 1990
Cover for Amiga World Special Issue & Amiga
advertisement

S	M	T	W	T	F	S
1	2	3	4	5	6	7
	LABOR DAY					
8	9	10	11	12	13	14
	ROSH HASHANA STARTS					
15	16	17	18	19	20	21
			YOM KIPPUR			
22	23	24	25	26	27	28
29	30					



Layering

A sense of depth can be created without the use of perspective by building up several layers of objects. The light source and shadows are very important for this illusion.



October 1991

S	M	T	W	T	F	S
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
	COLUMBUS DAY	22	23	24	25	26
27	28	29	30	31		

HALLOWEEN



Katherine

320 x 200 32 Color
May, 1986

Scene from Defender of The Crown

Faces

When analyzed as patterns of light and shadow, the human face becomes no harder to draw than any other object. However, it is important to view your work with "fresh eyes" quite often.

On the computer, this is as easy as capturing the image as a brush, then flipping it over. If the reversed image still looks normal to you, then it's probably pretty accurate.



November 1991

S	M	T	W	T	F	S
					1	2
3	4	5	6	7	8	9
10	11	ELECTION DAY	13	14	15	16
17	VETERANS DAY	19	20	21	22	23
24	25	26	27	28	29	30
THANKSGIVING DAY						



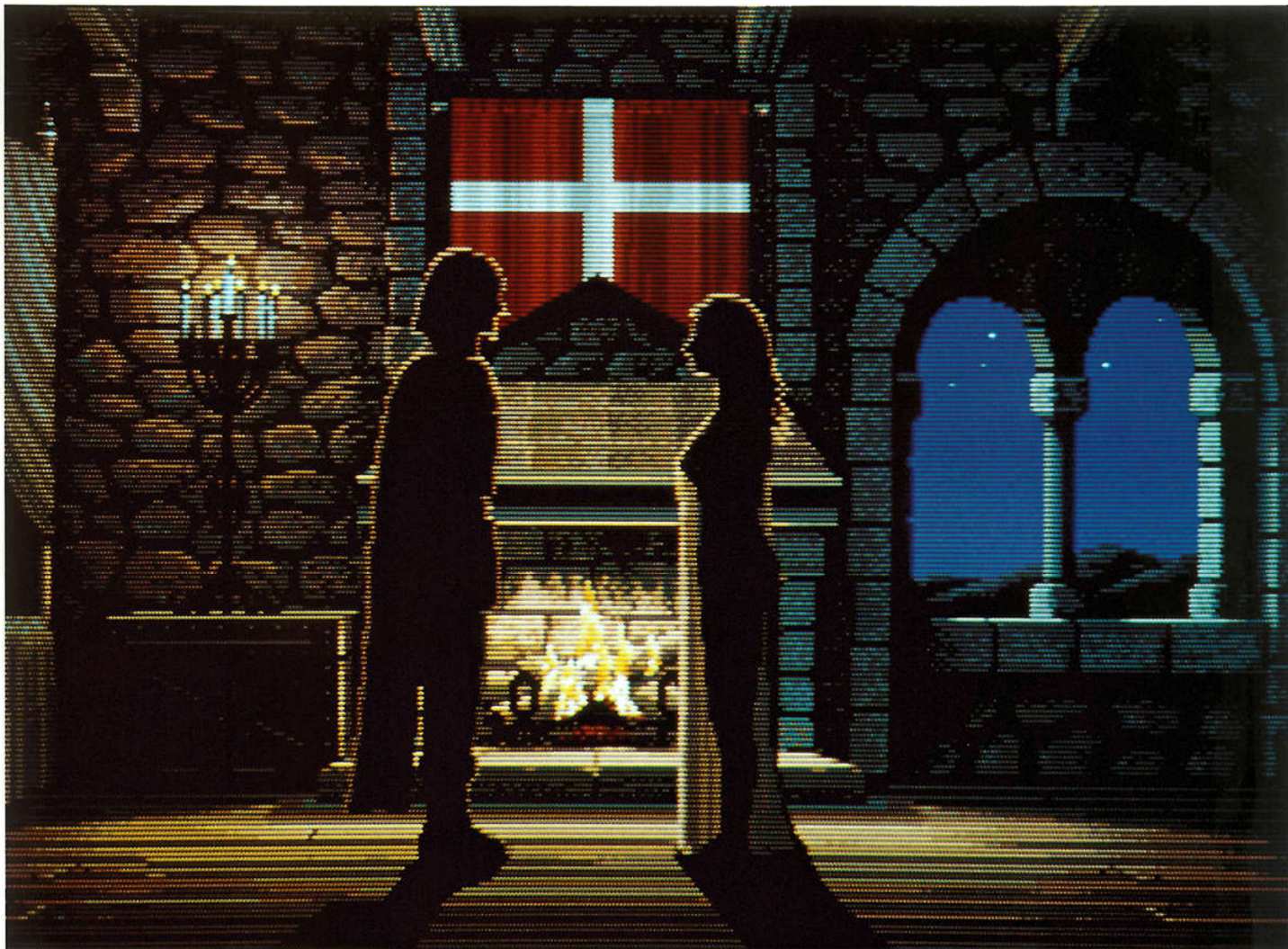
The Island

320 x 200 32 Color
March, 1989

Scene from 20,000 Leagues Under The Sea

Distance

Even on the clearest of days, air is not completely transparent—it's blue. The further away an object is, the more air to give it a bluish cast and rob it of its contrast.



December 1991

S	M	T	W	T	F	S
1	2	3	4	5	6	7
HANUKKAH STARTS						
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
			CHRISTMAS DAY	BOXING DAY (CANADA)		
29	30					

The Bedroom

320 x 200 32 Color

June, 1986

Scene from Defender of The Crown

Single-Point Perspective

If you simply must use perspective in a scene, try single-point perspective. All lines that travel into the scene in the third dimension would aim towards a single vanishing point, somewhere near the center of the screen, but horizontal and vertical lines remain unchanged.



January 1992

S	M	T	W	T	F	S
			1	2	3	4
			NEW YEAR'S DAY		ADMISSION DAY (ALASKA)	
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
	MARTIN LUTHER KING DAY					
26	27	28	29	30	31	

The Galleys

320 x 200 32 Color
August, 1988
Scene from Centurian

Resizing

A sense of depth may also be created without the use of perspective by having different sizes of the same object on the screen.

Always draw the largest object first, capture it as a brush, resize it to a smaller size, then stamp. Be careful to line up the smaller images on the same plane as the original!

Products mentioned:

Defender of The Crown

by Cinemaware

Amiga 500 Demo

by Commodore-Amiga

Images, Capitalism & Ports of Call

by Oxxi/Aegis

Painting With Light & 20,000 Leagues Under The Sea

by Sachs Enterprises

Centurian

by Electronic Arts

DigiPaint 3

by NewTek

Want these pictures?

By special arrangement with Jim Sachs, Oxxi is proud to offer all of the images used in this calendar to you on Amiga-format diskettes for only US\$5.00.

The pictures are in standard IFF format, so you can load them into your favorite paint program and examine them, alter them, or just show off your Amiga!

To order, just send this coupon (or a copy), plus a check or money order to:

Oxxi, Inc.
P.O. Box 90309
Long Beach, CA 90809-0309
ATTN: Sachs Disk Offer

YES! Please send me _____ copies of the Jim Sachs Signature Collection 1991 disk!
I have enclosed a check or money order in the amount of \$5 per disk to cover the cost of duplication.

Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Please allow 4-6 weeks for delivery.

Jim Sachs Signature Collection 1991

Since the early days of the Commodore Amiga computer, one artist has consistently proven the capabilities of a personal computer in image presentation.

He is the creator of world-famous pictures in computer products such as Defender of The Crown, Ports Of Call, Images, Centurian, DigiPaint 3, Capitalism, and many more.

This man is Jim Sachs, perhaps the most well known of all computer artists. His work has inspired more people to enter the growing graphics field than any other. The very convincing nature of his art has drawn people into such diverse atmospheres as ancient England, the depths of an Amazon jungle, even far beneath the sea.

For a man to touch so many people in the way Jim Sachs has, there must be something more. More than a faceless person producing incredible pictures, one after the other.

With this calendar, compiled exclusively for Oxxi, Jim has exposed some of the secrets; the techniques he uses to create his spectacular images. Welcome to the world of computer graphics. One where anything is possible.

Where the vision is your own.



Design & Layout by David Hopkins

Produced by Oxxi, Inc.

P.O. Box 90309

Long Beach, CA 90809-0309

Products mentioned are copyrights of their respective companies.

Jim Sachs Signature Collection is a trademark of Oxxi, Inc.

Documento cedido por:

David Sancho

Digitalización de:



<http://www.exploracommodore.com/>